JUNE 2084
ORIGINATOR: M
CLASSIFICATIO
MISSION: OPER/

At first it was a technological breakthrough. Humans created the Robotrons—a species of robots so advanced they didn't need their inventors in order to think and act. But the Robotrons have turned on their creators! They're now determined to destroy humanity—or reprogram the survivors, turning them into destructive mutants!

Getting Started

1. Insert the Robotron: 2084™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **(Select)** to choose a one- or two-player game. Move the controller handle to the left or right to choose a difficulty level: Novice, Intermediate, Advanced, Expert, or Challenge.
4. Press either controller button to fire—your anti-robot laser gun will shoot in the direction you move the controller.

   You can play Robotron with one or two controllers.

   For a one-player game, move with left controller, and fire with left controller button in the direction the player is moving. Or, move with left controller, and fire by moving the right controller in the direction you want to fire.

   For a two-player game, Player 2 uses the left controller for moving and either the left controller fire button or the right controller for firing.
5. Press **(Pause)** to pause a game; press it again to resume play.

Playing the Game

Alert!

Recently intercepted Robotron communiques reveal that only a few clones of the last human family remain alive on Earth!

Your Mission

Prepare immediately to step up the counter-attack. Save the surviving humans!

Extreme Danger

The Robotrons know about you—the only one immune to their reprogramming. They will stalk you relentlessly.

Technical Data

Your only weapon is your anti-robot laser gun. With it you can destroy the entire Robotron species except the Hulk.

The Robotrons attack in waves, with different kinds of Robotrons

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in each wave. A new wave appears each time you destroy all the Robotrons on your screen—except the Invincible Hulk. You have five lives, and for every 25,000 points you score, you earn another life and another chance to complete your mission.

Strategy

By saving as many remaining humans as you can, you'll rack up the most points. To do this, quickly get clear of the middle of the screen at the start of each Robotron wave, but avoid the corners. Concentrate on wiping out the Spheroids and Quarks first. Eliminate most of the rest of the Robotrons, leaving a few Grunts alive. Then pick up the remaining humans before you destroy the last Robotrons.

You are the only hope for saving humanity. Good Luck!

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Robotrons

Mindless Grunts
The Grunts are beastly robots with one mission! to do you in.

Indestructible Hulks
Alone of all Robotrons, Hulks cannot be destroyed but can annihilate the human clones. Your laser gun only slows them down. Avoid the Hulks at all costs.

Giant Brains
Launched every fifth wave, the Giant Brains can electrocute you where you stand. If a Brain catches a human, it reprograms the victim, who then turns against you viciously as a mutant Prog. The Brain also fires deadly Cruise Missiles that seek you out mercilessly.

Sinister Spheroids and Their Deadly Spawn
Spheroids bring forth the Enforcer Embryos, which grow into evil Enforcers. Enforcers heighten the attack by launching Enforcer Sparks.

Galvanizing Electrodes
The Electrodes block your path, changing form with each new wave. You must vaporize them with your laser gun or they'll destroy you!

Cubic Quarks and the Torturing Tanks
Quarks swiftly produce beastly Torturing Tanks that throw off Bounce Bombs.

Last Surviving Family

Man, Woman, and Child
Only a handful of human clones remain on earth. Touch as many as you can to place them under your protective powers.

ATARI® 7800™ Game Manual

Scoring

In Each Wave

First human saved	1000 points
Second human saved	2000 points
Third human saved	3000 points
Fourth human saved	4000 points
Fifth and more humans saved	5000 points each

Destroying the Robotrons

Cubic Quark	1000 points
Spheroid (before it hatches Embryos)	1000 points
Giant Brain	500 points
Torturing Tank	200 points
Enforcer	150 points
Mindless Grunt	100 points
Prog	100 points
Cruise Missile	25 points
Enforcer Spark	25 points
Bounce Bomb	25 points

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